



DJEMBE
X3M

ABOUT STREZOV SAMPLING

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer and orchestra/choir contractor in Sofia, Bulgaria.

DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples of "**DJEMBE X3M**", but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

ABOUT DJEMBE X3M

DJEMBE X3M is a product using the X3M engine, allowing the user to manipulate the sample material, and this opens vast musical possibilities for the working composer.

After playing through with different djembe sample libraries for a project we were doing internally here in our sampling/composing company, we couldn't find punchy sounding solos and ensembles; moreover, there were just a few djembe instruments available. We have always gone crazy about getting tons of variations – from the playing style to the actual instrument. That is what brought the idea of producing DJEMBE X3M.

And now, after many successful years, this collection takes the next step and becomes available to a bigger part of the community by joining the ranks of the NKS-compatible libraries!

THE X3M ENGINE

The concept behind the new X3M engine is quite simple – it is made out of 12 zones which you assign different patches to. After setting up the template of your choosing just plug in and play – nothing else needed!

When you load up **DJEMBE X3M**, you automatically load all samples inside your "Samples" directory. However, the instruments are built in such a way which actually keeps all samples purged, unless you load them up in a zone. This means that not only do you have a single patch with all types of percussion you might need – you also have a patch which is optimized and does not hurt your RAM!

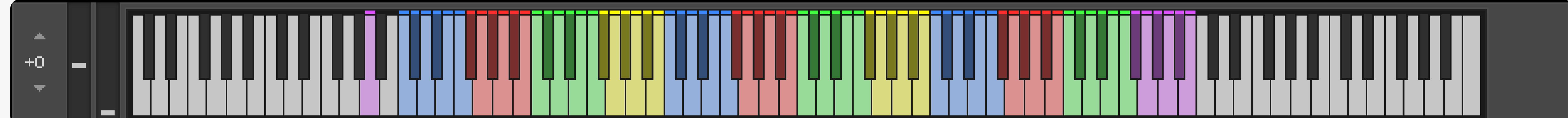
Q: How does it work?

When you open the patch the main settings you need are displayed here:



Q: How do I load instruments?

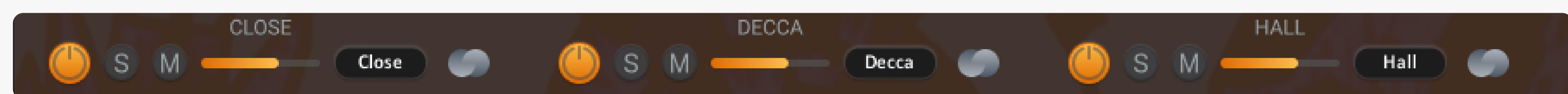
Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12) and then navigate through the list of categories and instruments; try and choose one that works well for you just by clicking on it – that way the instrument gets loaded into the selected zone.



All 12 keyboard zones are using different color markers to allow for easier navigation and playability. Not only that – when you start editing a zone, its color will change to purple. We did this to avoid confusion and to give you a clear view of what you are currently editing.

The Reset RR function is also available to you as a keyswitch located on A-1, marked in purple.

The patches also have global microphone control.



By default, you have all three microphone positions turned ON – “Close”, “Decca” and “Hall”. If you’d like to, you can turn each of the microphones on or off, solo or mute them, and also adjust the stereo spread of each, by clicking on and dragging the symbol on the right of the microphone position’s name.

SOUND SHAPING AND SOUND DESIGN OPTIONS

You have all 12 zones displayed on the page and you have several controls at your disposal for shaping the sound of all the different instruments in your current template:



EQ

A three-band EQ giving you the opportunity to boost or cut low, middle or high frequencies of the instruments.

AMP.FX

Transient Attack Knob & Transient Sustain Knob – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!

Saturation Knob – a simple, but extremely effective tool to add little saturation/drive to some of the harmonics of the sound, or to take out some of the harshness.

WAVESHAPE

Pitch Knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument twice and then change the pitch of one of the zones. You can load up any instrument of your choosing into two zones, then decrease the pitch of zone 2 all the way to the left. Play them together and now you have an even thicker sound!

Offset – moves the starting point of the instrument samples up to 100 ms from their original position. Whenever you adjust the offset, a bit of an attack curve gets added automatically in order to smoothen the start. The higher the value / position of the button, the smoother the curve.

Release – it shortens or extends the release of each played instrument.

Align – One new functionality, first introduced in Percussion Essentials X3M, is the Align tool at the GUI's bottom right corner. This can be used to align and change the phase between the close and far microphones. Naturally the recording from the hall mics has a few ms of delay due to the bigger distance between the mics and the source of the sound. However, with the Align tool, you're able to compensate for this delay and change the character of the sound by adjusting the phase. Apart from all of these modifications, you have the option to adjust the overall volume, mic volume and panning for each individual zone. An additional functionality of all new X3M libraries is the "Select RR" function. This function allows you to deactivate any of the RRs for a particular instrument included in the library, by simply clicking on the RR's number in the top right corner of the GUI. This gives you the liberty to shape the sound per your taste and needs.

Last, but not least – the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones.

LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks!

HELP – a built-in “help” file. Just click on it, and brief explanations of all the library’s controls will light up and help you get through.

RESET RR – resets all Round-robins for the zone you’ve currently selected (this function is also available as a keyswitch, located on A-1)

Also, there are two additional buttons at the bottom right corner – DISCARD (reverts all changes you have made to the default values) and CLEAR (removes all samples and settings from the zone). You also have EQ control (three knobs for high, mid and low frequencies) and individual volume control for the current zone.

PATCH LIST

By using this sample library you will gain access to a variety of solo instruments, ranging from 5" to 15" and performed with hands, brushes, mallets and also with maracas (using the maracas as a mallet) or superball mallets. There are also two ensemble sizes – a trio and a six-man ensemble, playing differently pitched djembe combinations. The library has multiple dynamic layers (from very soft ppp to blasting ffff) and has multiple round-robins (meaning that each instrument has up to 9 unique samples that get changed every time you press a key).

In your “Instruments” folder, you will find a total of 34 patches. “Djembe X3M Ens” and “Djembe X3M Solo”, respectively, are blank templates of the engine, ready for you to play around with (including rolls in multiple dynamic layers, controllable via CC#1). And there are 32 more patches preloaded with all of the library’s major sections (and their respective naming hints to their best use cases):

Preloaded

- All Ensemble Flams
- All Ensemble Triplet Flams
- All Solo Main Art
- Ensemble 3 Brushes
- Ensemble 3 Main Articulations A
- Ensemble 3 Main Articulations B
- Ensemble 6 Brushes
- Ensemble 6 Main Articulations
- Ensembles Ready To Djam
- Solo Djembe 5 inch
- Solo Djembe 7 inch
- Solo Djembe 8 inch A
- Solo Djembe 8 inch B
- Solo Djembe 9 inch A
- Solo Djembe 9 inch B
- Solo Djembe 10 inch A
- Solo Djembe 10 inch B
- Solo Djembe 10 inch C
- Solo Djembe 10 inch D
- Solo Djembe 12 inch A
- Solo Djembe 12 inch B
- Solo Djembe 14 inch
- Solo Djembe 15 inch
- Solo Djembe Additionals
- Solo Djembe Tremolo and Vibrato

Preloaded Hybrid

- African Rumble
- Capetown Ensemble
- Djembe Braams
- Djembe Buckets
- Djembe Hits
- Dry and punchy
- Small and piercing

For the more curious of you, here is a detailed list of all samples included:

Instrument Name	Dyn	RR
-----------------	-----	----

ENSEMBLES

Main Articulation

Low X6 Center	5	9
Low X6 Muted Center	5	9
Low X6 Side	4	9
Mid X6 Center	5	9
Mid X6 Muted Center	5	9
Mid X6 Side	4	9
High X6 Center	5	9
High X6 Muted Center	5	9
High X6 Side	4	9
Mixed X6 Center	5	9
Mixed X6 Muted Center	5	9
Mixed X6 Side	4	9
Low X3 Center	5	9
Low X3 Muted Center	5	9
Low X3 Side	4	9
Low Mid X3 Center	5	9
Low Mid X3 Muted Center	5	9
Low Mid X3 Side	4	9
Mid Low X3 Center	5	9
Mid Low X3 Muted Center	5	9
Mid Low X3 Side	4	9
Mid X3 Center	5	9
Mid X3 Muted Center	5	9
Mid X3 Side	4	9
Mid High X3 Center	5	9
Mid High X3 Muted Center	5	9
Mid High X3 Side	4	9
High X3 Center	5	9
High X3 Muted Center	5	9
High X3 Side	4	9
Mixed X3 Center	5	9
Mixed X3 Muted Center	5	9
Mixed X3 Side	4	9

Additional Ensemble Articulations

Low X6 Brush	5	9
Low X6 Brush Side	5	9

Instrument Name	Dyn	RR
Low X6 Brush Slide	5	9
Mid X6 Brush	5	9
Mid X6 Brush Side	4	9
Mid X6 Brush Slide	5	9
High X6 Brush	5	9
High X6 Brush Side	4	9
High X6 Brush Slide	5	9
Mixed X6 Brush	5	9
Mixed X6 Brush Side	4	9
Mixed X6 Brush Slide	5	9
Low X3 Brush	5	9
Low X3 Brush Side	4	9
Low X3 Brush Slide	5	9
Low Mid X3 Brush	5	9
Low Mid X3 Brush Side	4	9
Low Mid X3 Brush Slide	5	9
Mid Low X3 Brush	5	9
Mid Low X3 Brush Side	4	9
Mid Low X3 Brush Slide	5	9
Mid High X3 Brush	5	9
Mid High X3 Brush Side	4	9
Mid High X3 Brush Slide	5	9
High X3 Brush	5	9
High X3 Brush Side	4	9
High X3 Brush Slide	5	9
Mixed X3 Brush	5	9
Mixed X3 Brush Side	4	9
Mixed X3 Brush Slide	5	9
Flams		
Low X6 Flam	3	9
Mid X6 Flam	3	9
High X6 Flam	3	9
Mixed X6 Flam	3	9
Low X3 Flam	3	9
Low Mid X3 Flam	3	9
Mid Low X3 Flam	3	9
Mid X3 Flam	3	9
Mid High X3 Flam	3	9
High X3 Flam	3	9
Mixed X3 Flam	3	9

Instrument Name	Dyn	RR
Triplet Flams		
Low X6 Triplet Flam	3	9
Mid X6 Triplet Flam	3	9
High X6 Triplet Flam	3	9
Mixed X6 Triplet Flam	3	9
Low X3 Triplet Flam	3	9
Low Mid X3 Triplet Flam	3	9
Mid Low X3 Triplet Flam	3	9
Mid X3 Triplet Flam	3	9
Mid High X3 Triplet Flam	3	9
High X3 Triplet Flam	3	9
Mixed X3 Triplet Flam	3	9
FX1 Ensemble 6		
Low X6 FX - Ricochet	2	9
Low X6 FX - Maracas	2	9
Mid X6 FX - Ricochet	2	9
Mid X6 FX - Maracas	2	9
High X6 FX - Ricochet	2	9
High X6 FX - Maracas	2	9
Mixed X6 FX - Ricochet	2	9
Mixed X6 FX - Maracas 1	2	9
Mixed X6 FX - Maracas 2	2	9
FX2 Ensemble 6		
Low X6 Scratch - 1 Beat	1	9
Low X6 Scratch - 1 Bar	1	9
Low X6 Scratch - 2 Bars	1	5
Mid X6 Scratch - 1 Beat	1	9
Mid X6 Scratch - 1 Bar	1	9
Mid X6 Scratch - 2 Bars	1	5
High X6 Scratch - 1 Beat	1	9
High X6 Scratch - 1 Bar	1	9
High X6 Scratch - 2 Bars	1	5
Mixed X6 Scratch - 1 Beat	1	9
Mixed X6 Scratch - 1 Bar	1	9
Mixed X6 Scratch - 2 Bars	1	5
Mixed X6 Scratch - 4 Bars	1	5

Instrument Name	Dyn	RR
FX3 Ensemble 3		
Low X3 Scratch - 1 Beat	1	9
Low X3 Scratch - 1 Bar	1	9
Low X3 Scratch - 2 Bars	1	5
High X3 Scratch - 1 Beat	1	9
High X3 Scratch - 1 Bar	1	9
High X3 Scratch - 2 Bars	1	5
Low X3 FX - Maracas	2	9
High X3 FX - Maracas	2	9
SOLO DJEMBES		
15" Djembe		
15" Center	5	9
15" Center Muted	5	9
15" Side	5	9
15" Brush	5	9
15" Brush Side	4	9
15" Brush Slide	5	9
15" Flam	3	9
15" Triplet Flam	3	9
14" Djembe		
14" Center	5	9
14" Center Muted	5	9
14" Side	4	9
14" Brush	5	9
14" Brush Side	4	9
14" Brush Slide	5	9
14" Flam	3	9
14" Triplet Flam	3	9
12" Djembe A & B		
12" A Center	5	9
12" A Center Muted	5	9
12" A Side	4	9
12" A Brush	5	9
12" A Brush Side	4	9
12" A Brush Slide	5	9
12" A Flam	3	9
12" A Triplet Flam	3	9

Instrument Name	Dyn	RR
12" B Center	5	9
12" B Center Muted	5	9
12" B Side	4	9
12" B Brush	5	9
12" B Brush Side	4	9
12" B Brush Slide	5	9
12" B Flam	3	9
12" B Triplet Flam	3	9
10" Djembe A & B		
10" A Center	5	9
10" A Center Muted	5	9
10" A Side	4	9
10" A Brush	5	9
10" A Brush Side	4	9
10" A Brush Slide	5	9
10" A Flam	3	9
10" A Triplet Flam	3	9
10" B Center	5	9
10" B Center Muted	5	9
10" B Side	4	9
10" B Brush	5	9
10" B Brush Side	4	9
10" B Brush Slide	5	9
10" B Flam	3	9
10" B Triplet Flam	3	9
10" Djembe C & D		
10" C Center	5	9
10" C Center Muted	5	9
10" C Side	4	9
10" C Brush	5	9
10" C Brush Side	4	9
10" C Brush Slide	5	9
10" C Flam	3	9
10" C Triplet Flam	3	9
10" D Center	5	9
10" D Center Muted	5	9
10" D Side	4	9
10" D Brush	5	9
10" D Brush Side	4	9
10" D Brush Slide	5	9

Instrument Name	Dyn	RR
10" D Flam	3	9
10" D Triplet Flam	3	9
9" Djembe A & B		
9" A Center	5	9
9" A Center Muted	5	9
9" A Side	4	9
9" A Brush	5	9
9" A Brush Side	4	9
9" A Brush Slide	5	9
9" A Flam	3	9
9" A Triplet Flam	3	9
9" B Center	5	9
9" B Center Muted	5	9
9" B Side	4	9
9" B Brush	5	9
9" B Brush Side	4	9
9" B Brush Slide	5	9
9" B Flam	3	9
9" B Triplet Flam	3	9
8" Djembe A & B		
8" A Center	5	9
8" A Center Muted	5	9
8" A Side	4	9
8" A Brush	5	9
8" A Brush Side	4	9
8" A Brush Slide	5	9
8" A Flam	3	9
8" A Triplet Flam	3	9
8" B Center	5	9
8" B Center Muted	5	9
8" B Side	4	9
8" B Brush	5	9
8" B Brush Side	4	9
8" B Brush Slide	5	9
8" B Flam	3	9
8" B Triplet Flam	3	9

Instrument Name	Dyn	RR
7" Djembe		
7" Center	5	9
7" Center Muted	5	9
7" Side	4	9
7" Brush	5	9
7" Brush Side	4	9
7" Brush Slide	5	9
7" Flam	3	9
7" Triplet Flam	3	9
5" Djembe		
5" Center	5	9
5" Center Muted	5	9
5" Side	4	9
5" Brush	5	9
5" Brush Side	5	9
5" Brush Slide	4	9
5" Flam	5	9
5" Triplet Flam	5	9
Tremolo & Vibrato		
Tremolo Extra Low	5	1
Tremolo Extra High	5	1
Tremolo Low	5	1
Tremolo Mid	5	1
Tremolo High	5	1
Vibrato Extra Low	2	5
Vibrato Low	2	5
Vibrato Mid	2	5
Vibrato High	2	5
Additional Articulations		
Mallet Extra High Center	3	9
Mallet Extra High Side	3	9
Mallet Extra Low Center	3	9
Mallet Extra Low Side	3	9
Mallet High Center	3	9
Mallet High Side	3	9
Mallet Low Center	3	9
Mallet Low Side	3	9
Mallet Mid Center	3	9
Mallet Mid Side	3	9
Hi-Hat Extra Low	3	9

Instrument Name	Dyn	RR
Hi-Hat Low	4	9
Hi-Hat Mid	4	9
Hi-Hat High	4	9
FX 1		
15" Scratch 1 Beat	1	9
15" Scratch 1 Bar	1	9
15" Scratch 2 Bars	1	9
15" Scratch 4 Bars	1	9
15" Ricochet	2	9
15" Maracas	2	9
12" Scratch 1 Beat	1	9
12" Scratch 1 Bar	1	9
12" Scratch 2 Bars	1	9
12" Scratch 4 Bars	1	9
12" Ricochet	3	9
12" Maracas	2	9
10" Scratch 1 Beat	1	9
10" Scratch 1 Bar	1	9
10" Scratch 2 Bars	1	9
10" Scratch 4 Bars	1	9
10" Ricochet	2	9
10" Maracas	2	9
FX 2		
8" Scratch 1 Beat	1	9
8" Scratch 1 Bar	1	9
8" Scratch 2 Bars	1	9
8" Scratch 4 Bars	1	9
8" Ricochet	2	9
8" Maracas	2	9
7" Scratch 1 Beat	1	9
7" Scratch 1 Bar	1	9
7" Scratch 2 Bars	1	9
7" Scratch 4 Bars	1	9
7" Ricochet	2	9
7" Maracas	2	9
5" Scratch 1 Beat	1	9
5" Scratch 4 Bars	1	9
5" Ricochet	2	9
5" Maracas	2	9

INSTALLATION / SYSTEM REQUIREMENTS

Powered by Native Instruments' free Kontakt Player v6.7.1 or higher.

Available for download directly via Native Access.

Full /paid/ retail Kontakt supported but not required

Approx. 16.5GB Hard drive space (~8.2GB for the archived files and ~8.2 GB for the unzipped library)

Internet access

Min. of 2GB RAM

For detailed setup instructions, please follow the link below:

MANUAL SETUP INSTRUCTIONS

LICENSE AGREEMENT

When you purchase a product from "Strezov Sampling", you obtain a unique download link for sound samples, loops and/or software from www.strezov-sampling.com.

However, we should point out that you ARE NOT obtaining ownership of the sound samples—you are purchasing only a valid license to use our products in your musical compositions—whether or not they are released commercially.

You agree to the full [Terms and Conditions](#) on our site.

CREDITS

Instrument Programming & Scripting

Alexander Koev

Sample Editing

Kiril Georgiev

Art & Brand Direction

Lyubomir Iliev • Boyan Yordanov

GUI Design

Alexander Koev • Boyan Yordanov

Recording Engineer

Plamen Penchev • Angelia Vihrova

Sample mapping

Alexander Kostov

Azad Agassian

Iavor Pachovski

Beta testing

Alexander Kostov • Azad Agasian

Marketing and PR

Robin Birner

Contracting

Four For Music Ltd
with the amazing musicians of
Sofia Session Studio,
led by the brilliant percussionist
Nikola Petrov

Thank you!
George Strezov